

Title: Chronicles: The History of The Great Stygian Abyss.

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Let us reflect on a place  
that we will all soon be  
in, a place of forgotten  
lore, and secrets.

Let us reflect on the  
history of...  
The Stygian Abyss.  
Located on the Isle of  
the Avatar, the Great  
Stygian Abyss was  
somewhat of a branchoff  
from the underworld.  
Baron Almric who presided  
over Avatar Isle found  
the place in the center  
of the island. In The  
Begining of the Age of  
Enlightenment, Circa 10  
B.C., The Stranger knew  
what he had to do.  
Humans and Gargoyles  
were in a bitter war, and  
The Gargoyles even  
conjured the spirits of  
Minax, Mondain and Exodus  
to embody their 3  
shrines of principle. The  
Stranger hurled Mondains  
Skull into the mouth of  
the big black cave. And  
so the Stygian Abyss  
opened. Then he went in  
to find the Codex of  
Wisdom, in the bottom  
chamber, The Chamber of  
Virtue. Sir Cabirus made  
a colony in the abyss, All  
races living together in  
peace. In 60 BC, The  
Great Council decided to  
remove the codex, resting  
it on the Isle of the  
Avatar. A drought hit the  
northeast, drying up the  
Lake of Generosity, into  
the the desert known as  
The Drylands. Beasts

ravaged all over, and the virtue dungeons were sealed off, even Vesper was abandoned. To top it off, Sir Cabirus died in the depths of the abyss of old age. At this point, the world in chaos, Baron Almric II sealed the entrance to the abyss, as racial tensions tore the colony, and the Isle of the Avatar became a less peaceful place.

The Gargoyles even divined that the False Prophet (who they claimed the avatar) was the cause of their collapse, by removing the Codex. In order to restore peace between man and gargoyle, he would return the Codex to the abyss. By this time the colony had fallen, and the abyss was used primarily as a dungeon imprisoning the worst of all people. 270- The wizard Tyball allows the demon known as the Slasher of Veils to kill Garamon, trapping the beast within the Great Stygian Abyss's Chamber of Virtue. The Avatar witnessed the kidnapping of Arial, daughter of Baron Almric III. Accused of the deed himself, The Avatar is sent in to the Stygian Abyss to rescue her or die trying. As it turns out, Tyball was the kidnapper. The Avatar has succeeds in freeing her of his grasps. Helping The Avatar, Garamon opens a gate at the Stygian Abyss to banish the Slasher of Veils from Britania. In so doing, a volcano erupted destroying the remains of the prison and colony. Baron Almric III's settlements soon abandoned the Isle of the Avatar. In time, this

would fade into history. The Isle of Avatar would soon empty out, and many say it fell beneath the seas. What became of this place, and what still lives in it? Is there anything of the prison or settlement in tact? Is the Codex still safe? Is the volcano still present, or what of the Slasher of Veils? Will he make a return? Anything survive the voclanic eruption in its base? These things i can not answer, as i await them like you. A Winglss Gargoyle clan used the nearby area until Stonegate, their lair, was destroyed when Lord Vemalon decided to claim it as his private estate. Due to the underworlds collapse, and the abyss eruption, the gargoyles seeking peace mostly became myth, and fled to their old lands. Nothing else is recorded happening in the abyss from the time of the eruption to this day. The next book will look at virtue... in a different perspective.